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AMENDMENT UNDER 37 C.F.R. § 1.116
EXPEDITED PROCEDURE

GROUP 3713
PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of

KUDO, SHINICHI

Appln. No.: 09/559,469

Confirmation No.: UNKNOWN

Group Art Unit: 3713

Filed: April 26, 2000

Examiner: NGUYEN, B.

For: METHOD OF SWITCHING BACKGROUND IMAGES IN ACCORDANCE
WITH MOVEMENT OF CHARACTERS, STORAGE MEDIUM FOR
STORING PROGRAMS, AND VIDEO GAME DEVICE

AMENDMENT UNDER 37 C.F.R. § 1.116

ATTN: BOX AF
Commissioner for Patents
Washington, D.C. 20231

Sir:

In response to the Office Action dated October 26, 2001, please amend the above-identified application as follows:

IN THE SPECIFICATION;

Page 9, second paragraph, replace it with the following paragraph:

B 1
Herein, consideration will be made about an example wherein the player character is carrying a Japanese samurai sword. In the moving mode, the player character enters the sword in its scabbard and is put into a state where it cannot grasp the haft thereof. In fighting mode, the player character often draws the sword out of the scabbard in order to perform repeated attacks at any times. The fighting mode represents a state wherein the character is able to launch repeated attacks instantaneously, Therefore, if the player character uses a so-called 'quick draw' technique and then the blade of the sword of which the haft is held by the character may be kept in the scabbard. This switching of operational modes is assigned to a prescribed push button

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switch on the controller 152, and is implemented according to the operational inputs performed by the player.

IN THE CLAIMS:

Please enter the following amended claims:

1. (Amended) A method of displaying, in a video game device, an image of a player character and images of non-player characters, together with one type of background image from at least two or more switchable types of background images that display scene adjacent to each other in location, comprising the steps of:

predetermining a plurality of operational modes which are assigned to said player character, and preparing an image corresponding to each operational mode;

displaying an image of the player character corresponding to any one of said plurality of operational modes together with images of said non-player characters with both the images of the player and the non-player characters kept unchanged, simultaneously with any one of said background images;

restricting the switching of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes; and

switching said background images from one to another in response to manipulation of an input device of the video game device after the completion of the predetermined particular operational mode.

4. (Amended) A computer-readable storage medium storing an image display program for displaying an image of a player character and images of non-player characters, together with one type of background image from at least two or more switchable types of background image that display scenes adjacent to each other in location, in a video game device, comprising:

a region storing images corresponding respectively to a plurality of predetermined operational modes which can be adopted by said player character; and